

Manual

Installing the Logitech® Group conference system

On the following pages we have created a simplified operating manual for you to simplify the commissioning of this conference tool from Logitech®.



The set includes 8 elements:

- Remote control camera
- Hub (central distributor)
- Speakerphone
- two cables (red and blue)
- Micro USB to USB cable
- Power cable for the hub





Connecting the hub to the camera

1. Plug one end of the blue cable into the socket provided in the camera. It is marked with a blue arrow.

2. Remove the protective cover in front of the camera and position it so that it can be swiveled towards the blackboard and the seats.

3. Plug the other end of the blue cable into the box provided in the hub. It is marked with a blue arrow.





There is a remote control with various functions for the camera. Most of the buttons are selfexplanatory. Here is a selection of the functions:

- Use the arrow keys in the middle to pan the camera to the left, right, up or down.
- The numbered rectangular buttons can be used to save a specific camera position so that the camera automatically pans back into that position when the button is pressed. In the desired camera position, simply hold one of these buttons down until you hear a beep. Just try the button and reposition the camera to reset using the button.
- Be sure to aim the remote control at the camera's sensor. It is located just below the Logitech lettering, in the form of a black trapezoid.





The intercom system has the same set of buttons as the remote control. It can output sound without generating feedback, so there is no unpleasant background noise as long as the sound is not recorded by another device in the room. This enables verbal contributions to be reproduced in a clearly audible manner for everyone in the room. In addition, the microphone transmits all noises at a 360 ° angle around the device for the online participants.

As soon as all cables are connected, the device will install all drivers by itself. It doesn't have to be switched off, you just pull the plug again.



Accoustic feedback in Conferences

Everyone knows this unpleasant noise that sometimes occurs on a conference call. This noise is called a feedback. Put simply, it is a kind of repetition loop in which a microphone picks up sounds and these are amplified by a loudspeaker in order to be picked up again by the same microphone. As a result, the tones are distorted and louder and louder until the unpleasant squeaking occurs.

To prevent feedback, the circle must be broken, which is possible through two options:

- You can turn the sound down so it is not loud enough to be picked up by the microphone.
- Only the person who is speaking has switched on the microphone. If the sound is not too loud, the sound cannot be recorded externally and there is no feedback

There are also automatic systems, such as the Logitech® conference system, that prevent feedback by themselves. It should be noted that feedback can still occur if an external device, e.g. another laptop in the room or in the online session, has switched on the microphone and generates feedback itself. This is because these systems can only control their own sound input, not that of other devices participating in the conference.

If you have any questions or comments, just send an email to elearning.gsw@tu-dresden.de or Benjamin_Michael.Lehmann@tu-dresden.de